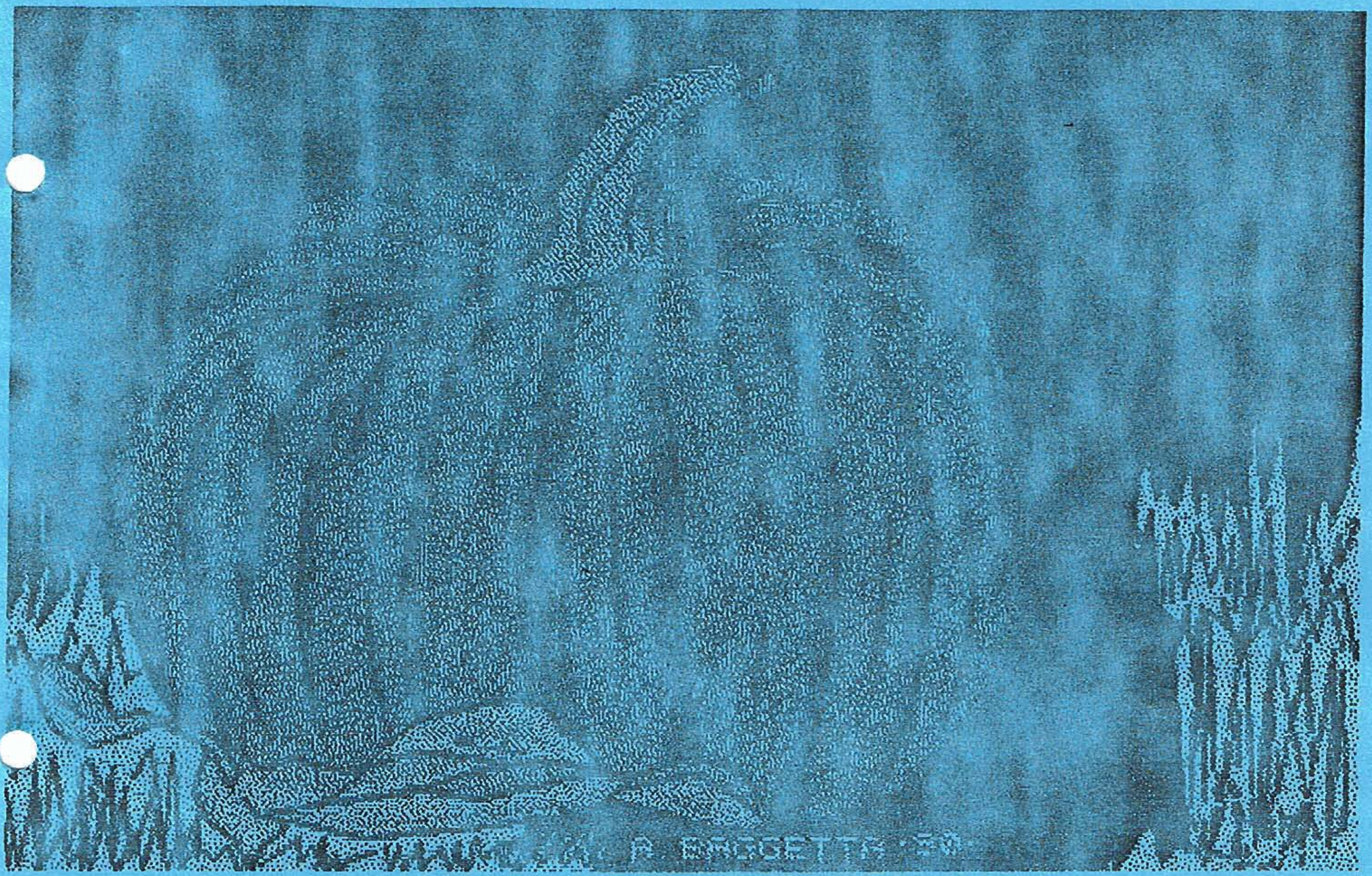
LIAUG Light house

The Long Island ATARI Users Group

November 1990
Volume 6 No 10



Long Island Atari User Group

P.O. Box 92
Islip, NY 11751
BBS Phone # (516) 221-8462

Member of NEAR-US

SUPER 3D PLOTTER II

By: R. Constan © 1985

★ ★ BEYOND BELIEF! ★ ★

If you have any interest in 3D computer animation and image design, get ready to watch your so-called "game machine" out-perform every 8-bit machine on the market today! SUPER 3D PLOTTER II is a complete 3D image design, display, and animation package for your Atari computer. Thanks to some new and very powerful "natural" algorithms developed by Elfin Magic, detailed hi-res images can be rotated and maneuvered at an amazing projection rate of 3 to 6 screens per second! This is the kind of animation that was considered impossible for an Atari. Believe it!! THIS PROGRAM ALLOWS MORE REAL TIME CONTROL THAN *ANY* CURRENTLY AVAILABLE 3D SYSTEM FOR ANY-8 BIT MACHINE. SUPER 3D PLOTTER II also contains two full-featured, memory-resident editors: Enter your images via numeric data, or right on the screen with a joystick! Here are just *some* of the truly amazing features of this package.

- UNSURPASSED 3D PROJECTION SPEED
- TRUE HIDDEN SURFACE ELIMINATION AND SOLID (COLOR-FILL) PROJECTION.
- SUPER HI-RES PRINTOUT TURNS YOUR DOT-MATRIX PRINTER INTO A PEN PLOTTER!
- PRICE: ONLY **$29.95**
  N.Y. RESIDENTS ADD SALES TAX
- 2 EXTENSIVE EDITORS, PACKED WITH UTILITIES, FOR ULTIMATE DESIGN FLEXIBILITY.
- EASY DISK FILE SAVING, LOADING AND *MERGING* OF IMAGES.
- SCREEN "OVERLAY" AND "SAVE" FEATURES FOR INFINITE IMAGE EXTENSION, AND TOTAL COMPATIBILITY WITH MOST DRAWING PROGRAMS.

Don't be fooled by the low price! This package is usable in professional 3D C.A.D. applications, and this ad does not permit space for a fair description! Send S.A.S.E. for more info, or send check or money order to:

Elfin Magic

23 Brook Place, E. Islip, NY 11730

FOR ALL 8-BIT ATARI COMPUTERS
WITH 48K AND DISK DRIVE
PRINTER OPTIONAL



—SOFTWARE WITH IMAGINATION—

CIRCUIT DATABASE II

This is an enhanced version of the electronic circuit (SCHEMATIC) drawing program I presented in the Nov. 1984 issue of **ANALOG Computing**. This program allows easy design and editing of electronic circuits, and storage of up to 60 complete, labeled diagrams on a single side of a disk! This new version includes several added circuit symbols, plus a special "TEXT TO HI-RES" converter, which produces neat, *vertical* printouts on *any* dot-matrix graphics printer having a vertical printhead. The editor is so friendly, you can almost draw your circuits on screen faster than you could scribble them out with pencil and paper. And, it's written in plain, listable Atari BASIC, with full documentation on all machine language routines (USR calls), so you can use them in your own programs. CIRCUIT DATABASE II is a must for anyone concerned with the electronics field, from weekend hobbyist to professional. In fact, in today's world of fast-moving technology, it is almost unthinkable that you (or your children) will never be exposed to electronic circuits in some form. Now, you can be ready—and at a price you can't resist.

ONLY **$12.95!** OR SEND S.A.S.E. FOR MORE INFO AND SAMPLE PRINTOUTS!

LIAUG

The Long Island Atari User Group and its newsletter, The LIAUG Lighthouse, are not affiliated with Atari Corporation or its affiliated companies other than being a recognized official group. All references to Atari and Atari related products are the trademark of the associated companies.

The opinions expressed in this publication are not necessarily those of LIAUG but rather of the individual authors. LIAUG cannot be held responsible for errors of any kind appearing in this publication.

Any material published in this newsletter may be freely copied and reprinted, provided that the individual authors and LIAUG are given due credit, unless otherwise marked or copyrighted.

LIAUG is a non-profit organization. We will not tolerate any references to piracy either implied or direct or the use of home computers for illegal activities.

Current LIAUG Officers

President	John I. Aalto, Jr
Secretary	Joy Sanderson
Treasurer	Randy Constan
Librarian 8 bit	George Leek
Librarian 16 bit	Steven Stubbs
BBS Sysop	Patrick J. Mulvey
Club Correspondent	Terrence Madden
Int'l Correspondent	Horst DeWitz
Newsletter Editor	Harvey Schoen
8 Bit Program Manager	Pat Mulvey
16 Bit Program Manager	Terrence Madden

ADVERTISING RATES

Business Card	$ 5.00
1/4 Page	10.00
1/2 Page	20.00
Full Page	30.00

Rates are per issue - camera ready copy only Consecutive ads placed at the same time receive a 10% discount per issue with a 30% maximum. Send ads to our regular mailing address

Directions to the library: *From the Long Island Expressway:* Take exit 58 North (Old Nichols Road), continue north for approximately two miles and make a left (west) turn onto Smithtown Blvd. Continue west for 1 1/2 miles to the Nesconset Plaza on the right hand side of the road. The library is located in the west end of the plaza.

From The Northern State Parkway: Take the Northern to the end where it continues east as Veterans Memorial/Nesconset Highway (routes 347/454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry Road. Make a right turn onto Terry Road and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork. **Meetings are open to all those interested at no charge.** The meetings begin at 12:00 p.m. in the library 's community room and end at 4:00 p.m.

Club Meetings

The Long Island Atari User Group Meets once a month at the Nesconset branch of the Smithtown Library. Membership dues are $20 per year and entitles you to receive the newsletter.

The newsletter is currently being produced on a Mega2 with 4mbytes memory and a 20mbyte hard drive. Software is Timeworks Desktop Publisher and printer is HP Deskjet Plus.

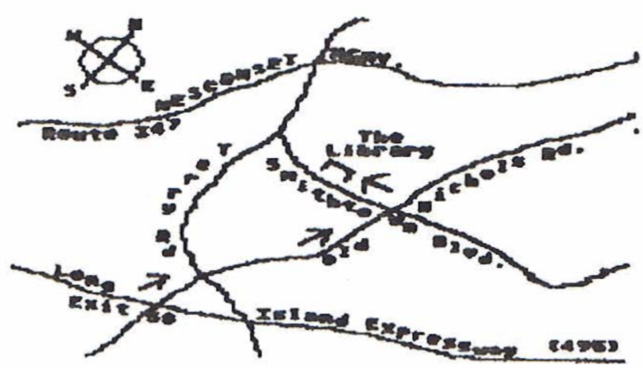
If you have any questions or comments about The Lighthouse or LIAUG, please write to our mailing address or post on our BBS.

Our address is:

LIAUG
P.O. Box 92 Islip NY 11751

Our BBS number is: (516) 221-8462

If no answer call: (516) 221-2964 and leave a message.



MINI MIDI LESSONS

Continued from October issue

by Morris G Miller

GLOSSARY

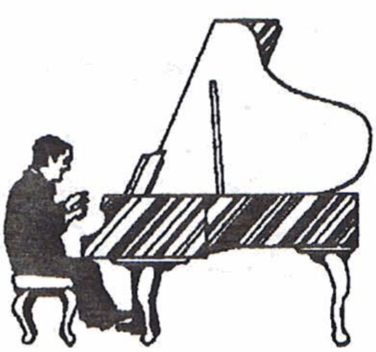
Note (on/off) – The MIDI instrument will send a MIDI code when a key is pressed (note on) and when the key is released (note off). Associated with this code may also be code information on how quickly (velocity) the note is pressed or released. Not all keyboards send velocity information, or of both types.

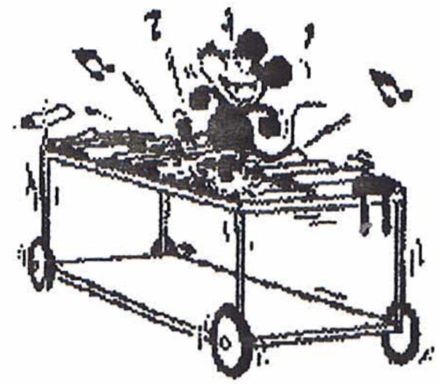
Octave – An interval of 8 diatonic degrees; a harmonic interval. The musical scale is divided into 12 semitones (half steps),beginning at the root note indicated by the key signature. These notes correspond directly to a position on the keyboard and the 12 notes (black and white keys) in sequence. The relative position, frequency, or pitch of a note and the corresponding note 12 tones higher is one octave. Your keyboard may span from 3 to 8 octaves.

Omni – MIDI codes are "addressed" so that a voice may receive only the codes intended for it. A voice or control may also be set to omni (all around) to receive any MIDI code without regard to the MIDI channel address. This may be useful when all voices are to respond equally to the modulation wheel or foot pedal.

Operator (synthesis) – Synthesizers combine 2 to 8 separate tone generators, each having a defined shape, amplitude, attack rise, decay, etc. Each such tone is called an operator of the voice composition. The number of such tones and the manner in which they are combined determines how faithfully a given sound may be created.

Orchestra – see Neeeet.





Pan – Stereo balance controls. In some machines the pan control simply switches from stereo to monophonic. In others, one or more sounds may be made to pan from left to right during play, sounding, for example, a motorcycle whizzing down the street – or other sounds more subtle.

Patch (MIDI) – The selection of voices and performance parameters for song play. Some instruments allow the patch to be reCorded with the song and sent by MIDI code as performance begins.

Pawn shop – dealer in musical instruments.

Pedal (mute, soft) – An accessory input to the keyboard for addi–tional performance control. Often used in the same manner as the pedal controls on a piano, but voices may be created to respond to the pedal in any of the voice parameters allowed by the synthesizer.

Pedal (sustain) – An accessory input to the keyboard foradditional performance control. This device is a switch, and used only in voice parameters for on/off control, such as sustain (reduced note decay).

Performance (musical) – The playing of a song, but often much more than just that – all of the MIDI controls placed on the song, including voice selections, section repeats, tempo adjustments, etc.

Performance voices – Many synthesizers allow individual voices to be combined into performance buffers. For example, six trumpets may be combined, each very slightly offset in various ways (not all sounding exactly the same), and played as one instrument voice. Call it a "chorus of brass". Call it a performance voice.

To be continued

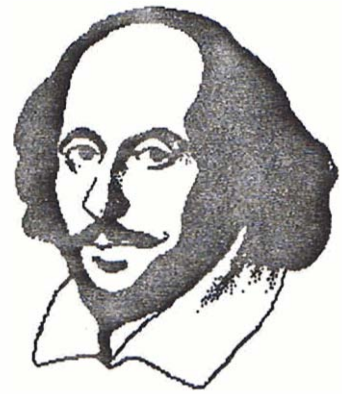
The Agony and the AW+

Continued from October issue

Jimmy Boyce (CACE)

Atari Writer+ VIII

For Those Who Don't Want to Read the Book



Well gang, let's look at what we have covered to date. We talked about the MAIN MENU and most of what it is about. The text screen was covered to a fair thee well. Then, there are the error messages you can receive that are not in the book...such as STRING TOO LONG. This thing will drive you nuts...well, it drove me nuts. It sometimes occurs when you type a string of letters, numbers and/or spaces for a long length without a carriage return; but this doesn't happen very often. (Wouldn't you know; I just tried it in order to give you some idea of how many bytes were required, and it would not work!)

Usually this happens when I am trying to put a graph together on AW+. I get STRING TOO LONG when I use [OPTION][P] to see what the graph looks like before I print it. Another way to keep this from happening to you is to make sure that you end your file with a [RETURN].

Of course you remember that when you get stuck and all else fails, striking the good ole [ESC] key at least gets you back to the MAIN MENU.

Then there is the bit about setting up for paragraph indentation. You forgot?

OK; here it is by the keystrokes: [ESC] = main menu, [G] = global format, [I] = paragraph indentation, type in the number for the amount of spaces you wish to have for your paragraph indentation. Next, [RETURN] and [ESC], which gets you back to the MAIN MENU. Then, you can strike [E] or [BREAK] to get back to your typing of the next great novel (since the first one didn't pan out).

Now, when you wish to indent for a paragraph, all you do is hold down the [CONTROL] key and strike the letter [P]. It will look like a funny P on the screen and will not print out, but it will leave the required number of spaces for the indentation.

I think we have edited this thing from one end to the other. Remember, when you are deleting something that it is not lost. You can retrieve it by pressing [SHIFT] and [INSERT]. For you folks with two disk drives and for those of you who put write protect override switches on your drives —remember where the disk is at that you wish to format. YOU COULD WIPE OUT YOUR PROGRAM DISK!!!

Another little thing to remember whenever you save a file in ASCII ([CONTROL] [S])...leave out all of your printer control commands. Usually, the main reason for saving in ASCII is to send it to a different type of computer via modem. All those control characters mess up the file for the recipient of your hard work, and then they have to get rid of the gobbledygook you sent them.

On headers, footers and page numbering, all I can say is that some printers do it and some don't. I have no vague notion why. The same logic applies to subscripts and superscripts and the book's directions for using them. Some printers do 'em and some don't, and that is why they are in the type font section of your custom printer driver.

What about chaining files? I cannot remember if I covered that or not but here goes: Let's say you have several small files (chapters) you want to print as one long file (the great American novel). At the end of each small file, type in the following (in capital letters): [CONTROL][V] D1:FILENAME [RETURN], where D1 equals the drive and FILENAME equals the name of the next file to be printed. This way, you control what sequence those short files will be printed in.

PAGE EJECT is another handy item. [CONTROL][E] [RETURN] will end a page and continue printing on the next page. TAB SETTING is a nice function, especially for writing columns of things, like numbers. Pressing the [TAB] key moves the cursor from arrow to arrow (those little pointy things in the lower screen). Look at what happens when you depress and hold the [CONTROL] key and then tap the [TAB] key. All the little arrows went away, and a message (TABS CLEARED) was displayed until you stroked the next key.

Now you have no tabs set, and when you next happen to

strike the [TAB] key, it blows away all your work. Naah, just kidding...it just repeats the "tabs cleared" message. At this point, all the arrows are gone and you will want to set up your own tabs. Just place the cursor where you want a tab to be and hold down the [SELECT] key and strike the [TAB] key. You will notice an arrow has appeared in the bottom screen, and the message TAB SET is displayed. Continue doing this to set other tabs.

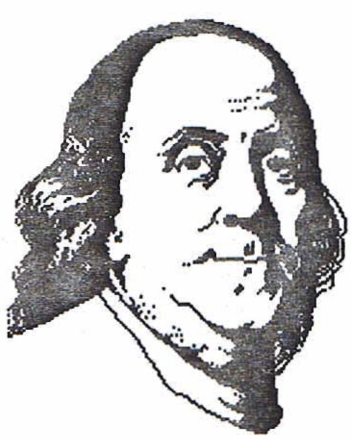
Suppose you goofed, and one arrow is not where you wished after placing several tab settings. Erase them all and start over? Phooey on that idea...try this instead: move the cursor over the offending tab arrow, hold down the [START] key and hit the [TAB] key. The offending arrow is erased, but the rest of the arrows remain. This operation will not affect your text if the cursor is placed on a letter.

Folks, I am going to let you down when it comes to the section on SECTION HEADINGS <pg 42>. I have never used it. I have tried it, but it makes no sense to me.

On to better things...FORM PRINTING <pg 43>. This is a handy thing for people that want to send a form letter for whatever reason. Let's say you want to send a letter to several publishers to get your novel published. Let's face it...to delete and type in a new name and address each time you want to send that letter would be a massive pain in certain lower regions of the anatomy.

So, wherever that address is to appear, type in [OPTION][INSERT]. At this point, a little box with a bent down pointing arrow in it will appear on the screen. When you start printing your letter to your several publishers, AW+ will stop at that command and wait for you to type in that line and hit [RETURN]. If you have several lines to type in, as most addresses have, enter the [OPTION][INSERT] command for each line and hit [RETURN] after typing each line.





Once you type in all the necessary lines, printing will continue. When AW+ starts printing the second copy, you will go through the same process until you have several letters for several publishers.

Speaking of printing, you can do some special printing codes for jazzing up your hardcopy. (Take a look at your printer's manual if you wish to do something different.) For example, let's say I want to space my lines only one seventy second of an inch apart. The hexidecimal code for my printer (yours may be different!) is 27,65, and a number to represent the space I want. It would be typed in the following manner: [CONTROL][O][2][7] [CONTROL][O][6][5]

[CONTROL][O][1]. Now, that is a lot of keystrokes, but realizing you can do some eye catching things will make your work more readable and will be better remembered by the reader.

Well folks, that pretty well takes care of writing, editing, spell checking and printing your bit of literary genius. That leaves us with Mail Merge, AW+'s database portion of the program, and that will be covered next time.

Bye for now.

Remember to renew your membership in LIAUG

How To Use Font Utilities

by Joy Sanderson (LIAUG)

The Daisy-Dot disk and Utilities 609 disk

The Font Utilities program designed by Roy Goodman of Daisy-Dot fame is a most useful tool, whether you use Daisy-Dot or Dot Magic. Both programs are printer programs that print superb documents on your dot matrix printer, whether it is intended for lots of fonts or not. Their fonts must have an extender of NLQ after the period and this Font Utilities program will convert any FNT file to an NLQ font.

To start, side 1 of Utilities 609 has Machdos on it. Load with Option pressed and when it comes up, binary load with L the FNTUTILS.COM program. The Daisy-Dot screen will come up, then change to a black screen on which appears the message that it is the converter program, and lists three options:

1) Atari to Daisy-Dot Font Converter

2) Daisy-Dot Font italicizer

3) Exit to DOS

Select your choice; in this case (1).

The screen than asks for the name of the font to convert. It tells you that you may obtain a listing of any disk drive up to number 8 by hitting the number of the drive.

If you have only one drive, remove the Font Utilities disk and insert the disk with the font on it that you want to convert. If you don't remember the font name, hit the appropriate drive number and double check it. Press any key and you are returned to the filename query.

If you have two or more disk drives, you do not need to remove the Font Utilities disk. Type in the file name, giving the drive number if other than 1, (e.g. D2:SQUARE.FNT) followed by a carriage return.

The screen will show that the program is reading the font. Once it has read it, you may remove the disk with the font and replace it with a disk onto which you want to save the converted font. If it is the same disk, leave it in.

The program then asks if you want it Double Height (Y/N). If you do not want it double height, you will get the most delightful miniature font even at the largest size available form DDII or DMG. I use both the undoubled and doubled versions, making the name show which is which.

ABCDEFGH

ABCDEFGH

Type yes or no - yes gives you normal size fonts for DDII & DMG. It then asks if you want it double wide. Again respond appropriately, whereupon it will ask for the destinationfilename. Reply giving the disk drive if other than 1, and remembering the extender must be .NLQ.

The screen informs you that it is converting character # out of 91 characters and this goes very fast. Once it has converted all 91, it tells you that it is writing the font, and in a moment tells you that it is done. The message tells you to type Q for quit or any other key to return to the Font Converter.

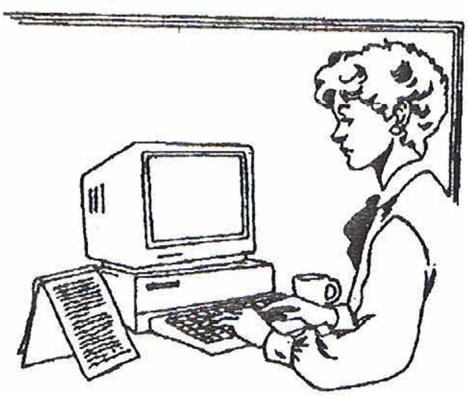
If you want to go to Selection #2, the italicizer, hit Q.

The italicizer works in exactly the same way but does not ask if you want it double height or width if you are working on a converted font. This runs even faster, and of course you should name the font to identify it as an italicized version, with the .NLQ extender once again.

You all know what Selection #3 does.

The fonts on this disk have been converted for use by DDII and DMG, but have not been italicized. That will give you an exercise in using this program.

Enjoy !



Turbo–Info #5

by Chuck Steinman (DataQue)

New 65c816 Instructions

This is the fifth installment of a multi–part information article on the Turbo–816 from DataQue Software, for the Atari XL/XE computers.

The previous installments went over the basic system, memory and OS. This article will cover some of the new 65c816 instructions.

The Turbo–816 can operate in either its native mode or the 6502 emulation mode. While in the emulation mode, the processor has many of the same limitations as the 6502. Even while in the emulation mode, many new instructions are available. Some are of little use, because of being limited to the 64k addressing range of the 6502. Many of the new instructions allow for smaller, faster code. Other instructions offer power which was previously not feasible or practical.

Of particular use are the PEA, PEI and PER instructions. These allow the programmer to push data onto the stack without using one of the normal registers. This is extremely useful where parameters are passed between subroutines.

The PEA instruction will push a word–sized value onto the stack. This is extremely handy for parameter passing, since you can pass absolute values or addresses. You can also pre–load return addresses onto the stack, remembering of course that you must subtract a value of one from the destination address. PEA is also invaluable for setting the Data Bank and Direct registers without using a register.



The PEI instruction will push the contents of two consecutive direct page registers onto the stack. For example, PEI $22 will push the contents of direct page address $23 onto the stack, followed by the contents of direct page address $22. This is very useful for pushing the contents of pointers onto the stack.

The PER instruction will push a relative value onto the stack, which is the relative offset from the current program counter to the word operand. This can be used to generate relocatable subroutines.

Since the offset is pushed rather than the actual address, the location of the code will have no bearing on the resulting value (assuming that both routines are moved an equal amount). The value pushed is a signed word value.

Another pair of useful instructions are the INA and DEA instructions.

These instructions will increment or decrement the current value in the accumulator. It is nice when you just want to change the accumulator by a small amount, ignoring any carry. These can also be coded as INC A and DEC A by many 65816 assemblers.

The 6502 has a nice set of branching instructions, except it overlooks the occasion where you would like to branch without any test. The reason for wanting to do this is to generate more relocatable code. The 65816 has two versions of branch always instructions. The BRA is like the other branch instructions in that it has a +127/-128 range. The BRL instruction will branch always to an address within a +32767/-32768 range. Both branches are limited to the current program bank.

A unique instruction the 65816 has is the COP instruction. This is an instruction for the (yet to be seen) add–on math co–processor. But not only can it be used for that, but users may also add their own math 'co–processor' (or other custom routine). The instruction has a required one byte parameter, which is not directly passed. Like the BRK instruction, the COP instruction generates an interrupt, but does not push

☞

the operand onto the stack. The COP also has its own interrupt vector.

There are two new instructions for bit manipulations also. The TRB (test and reset bit) and TSB (test and set bit) instructions allow you to do a read-modify-write operation between the accumulator and either a direct memory or absolute memory address. I do not know why they did not allow for a long-absolute, or indexed version, which would be useful.

Any bits set in the accumulator when the instruction is executed, will clear (TRB) or set (TSB) bits in the specified destination address.

Since there are quite a few more registers in the 65816 than the 6502, there had to be an improvement made in stack handling. The 6502 only had two each of the push and pull instructions. You could push or pull the accumulator (PHA/PLA) and processor status register (PHP/PLP). The 65816 adds instructions to push and pull both of the index registers (PHX/PHY/PLX/PLY), the direct register (PHD/PLD), the data bank register (PHB/PLB) and the program bank register (PHK). As you may notice, you can only push the data bank register, since popping it would be somewhat difficult to apply.

Of course, with all of the added addressing capabilities of the 65816, there must be some way to directly call routines outside the base 64K of the machine. There is a JML instruction, which is available only as an indirect jump long. I also consider the JMP ABS_LONG a JML but the manufacturer does not agree. There is also a JSL, which will call a long subroutine, available only in an absolute addressing mode. There also must be a way to return from one of these long subroutines, which is implemented in the RTL instruction.

A few odd instructions are STP, WAI and WDM. The STP is used in applications (primarily battery backed ones) where you need to put the processor into the low-power sleep mode. The only way to recover from this mode is to reset the processor. The WAI instruction is similar to the STA WSYNC that is used in the Atari. This instruction will halt the processor until an interrupt occurs. Unlike the WSYNC, the processor will wait for either an IRQ or NMI interrupt. The WDM instruction has the most potential. This instruction is the gateway into the 32-bit 65832 processor, which includes a math co-processor. After four years of waiting, this CPU has not yet been seen (sound familiar?).





The last two instructions I will cover are XBA and XCE. The XBA allows the programmer to access the upper byte of the accumulator, while in either the NATive or EMUlation mode of the processor. It is also handy for a temporary holding place for the accumulator. The upper byte of the accumulator is swapped with the lower byte each time the instruction is executed. The XCE exchanges the processor status carry flag with the emulation status bit. This is how you move to and from the native and emulation modes. If the carry is set before the instruction, the processor will be in the 6502 emulation mode.

Now that the basics of the Turbo-816 system have been covered, I feel you are ready to see how a Turbo-Application is designed. I will be using primarily Turbo-Calc as a reference. I will cover how you make determinations of what resources are available, and how to implement dual-function routines, without sacrificing much speed and code size.

Remember, if you have any feedback pertaining to the Turbo-816, feel free to write.

Canadian Odyssey- The Land of ST Plenty

Part I

by Robert Bergeski

4/14/90



Imagine a land where ST's abound. An ST dealer is easy to find. Imagine that when you do find a dealer, he is stocked to the ceiling with Atari product- the LATEST Atari product: STE's, Stacey's, Lynx's, Portfolio's, Megafile 44's, '286-'386 Atari PC's, as well as such old standby's as the 520STfm, 1040STfm, the Atari 68881 math coprocessor board for the Mega and plenty of Mega 2's and 4's themselves. Imagine seeing 28 SC1224 color monitors stacked to the ceiling, a Moniterm equipped Mega, a 4 megabyte STE and two sleek '386 based Atari PC compatibles (sorry, no machine without the Atari name HERE) on display at a store with a predominant sign on their front window that proudly state's: "We are an Authorized ATARI BUSINESS CENTRE".

Stop dreaming. There is such a land. And you don't even need to cross an ocean to get there! It is that lovely suburb of Michigan (grin!) known as the province of Ontario, Canada!

What began in the early hours of Saturday, March 30, 1990 proved to be an Odyssey into the Land of ST Plenty. My friend, Greg Nowosatko, and I set off on this day from our homes in Detroit suburbia to attend the 1990 Canadian Atari Users Convention in Toronto, Ontario. The show wasn't until the next day, but we figured we would hit all the ST dealers in the major cities along the road to Toronto (I *know* no die-hard ST user *ever* resists the urge to pick up the Yellow Pages when in another city far away, in the hopes of finding an ST dealer - vacation or not). So we made a day of it and stayed at a hotel Saturday night near the show in Toronto (a hotel very near the Airport Hilton where the show was held, but MUCH less expensive!).

We crossed the Ambassador Bridge into Canada. Beautiful view of the Detroit river and the skylines of Windsor and Detroit on the way over. First stop for any Quest- MacDonald's, of course. We just HAD to satisfy our curiosity for eating at a MacDonald's in another country - there seems to be a certain mystique about the practice (c'mon, admit it- you've asked your friends who've been in Europe or Asia if they DID IT). Rest assured, the Egg McMuffin experience appears to be a universal - guess I'll scrap the Moscow visit. But on to the stuff you're reading this for...

We hopped onto HWY 401 at the outskirts of Windsor and continued our Quest.

First stop for the IMPORTANT stuff: Chatham, Ontario - about 10 minutes off HWY 401, an hour east of Detroit. After a quick perusal of the local Yellow Pages, we find Channel One Computers under the "Atari" subheading in "Computers".

Ten minutes later we arrive at our site of interest. We miss the entrance to the parking area once, as it is a narrow, dirt driveway alongside the 50+ year old house that has been converted to a computer store. Our disappointment is not too surprising - why should it be any different than the U.S.?

Upon entering the store, our disappointment quickly faded. In fact, we LIKED what we saw and heard. A LOT! As in all the subsequent stores we visited, a Moniterm equipped Mega was on display and being put to good use. Countless Lynx game machines were stacked on hutches and shelves, as well as many games for the machine. One unit was open, available for anyone to try, with any game they had in stock. An STe was on display as their working demo machine. Portfolios and their accessories were displayed prominently. Plenty of software and ST magazines from around the globe lined the shelves. To provide a balanced view for those first time computer shoppers, there were several (non-Atari) PC clone stations on display as well.

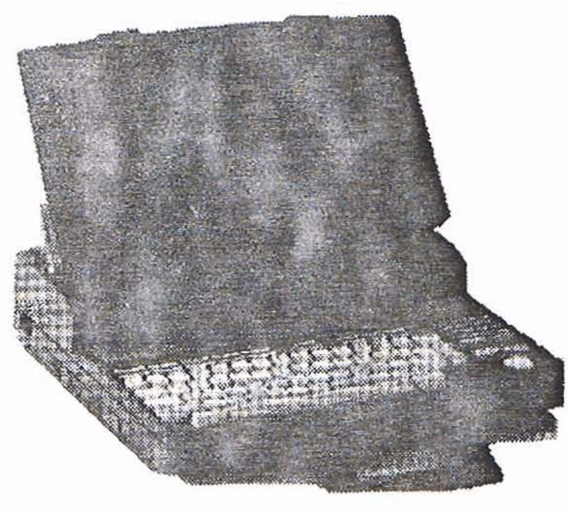
A gentleman quickly approached us and asked it we needed any help. We asked about the STe - its merits and compatibility problems. He went on at great length concerning the high quality of the ST hardware, and better performance and ease of use for the buck of the "Atari platform". But he stopped short when he did not have complete or accurate answers to questions, as he informed us he was the "PC clone specialist" for the store, and the ST salesman was out for a few hours. If only the US had more *ST* salespeople like Channel One's *PC Specialist* in many stores I have visited! ☞

We spoke more of the practical applications of Atari computers in Canada. This included the incorporation of Atari PC compatibles into the Ontario school system, later to hopefully include ST's, and the ST's extensive use as a DTP system with many small to medium sized businesses. To back up this claim, as we were collecting ourselves to leave, a half page newspaper ad hanging on the wall from the London (Ontario) Free Press, page B5, March 13, 1990 caught our attention. The salesperson immediately offered to make a copy for us. (The adverts have been scanned and uploaded to GEnie, in all their 300 dpi glory. They are in IMG format when unarced).

It is a two part ad, the top displaying the "Atari Mega Desktop Publishing" System, and the bottom showing off the 1040STe as the "Home Computer That Works Hard, Plays Hard". The ad surprisingly states: "And you can bring office work home to your 1040STe because it can run both IBM and Macintosh software with the use of an emulator." In an ATARI AD! Wasn't it Atari U.S. that officially denounced all emulation, particularly Macemulation, just a few short years ago? Wasn't it a certain U.S. Atari executive who ridiculed Dave Small, the creator of the ST Mac emulator, for creating something of little value, seeing native ST mode as the only valid use of the ST? I'm glad SOMEONE within the Atari organization on this planet has finally publicly recognized the importance of the ST's emulation capabilities. Maybe there's hope that Atari executives ELSEWHERE will realize other similar facets of ST marketing the general userbase has always known- like MARKETING THE MACHINE in the first place!

Enough bellyaching- although it *is* the favorite pastime of most long-time Atari users. Noon had passed, and it was time to move on. The salesman informed us the store would be moving to a new, larger location in a strip mall down the road and to look for them there the next time we visited.

After this pleasant surprise, our hopes were higher for things to come.



Captain Fizz Meets the Blaster-Trons

Gordon Totty (MACE)

Teamwork, that's the ticket!

Everywhere you turn your attention lately, you probably notice another plea for more teamwork. Your employer wants it. That's what Japanese success was built on, you know. Your family wants it. If yours is like mine, it can't use another slug or a dictator. Your coach wants it. Otherwise, you will either be off the team or you are very good at what you do. Yes, "Teamwork" is the magic chant for the 90's.

Captain Fizz Meets the Blaster-Trons from Psyclapse/ Psygnosis Ltd. takes you a few years into the future for a training course in teamwork. The instruction you get is simple and pointed: "co-operate or die!" Under conditions like these, the word "teamwork" takes on new meaning, eh?

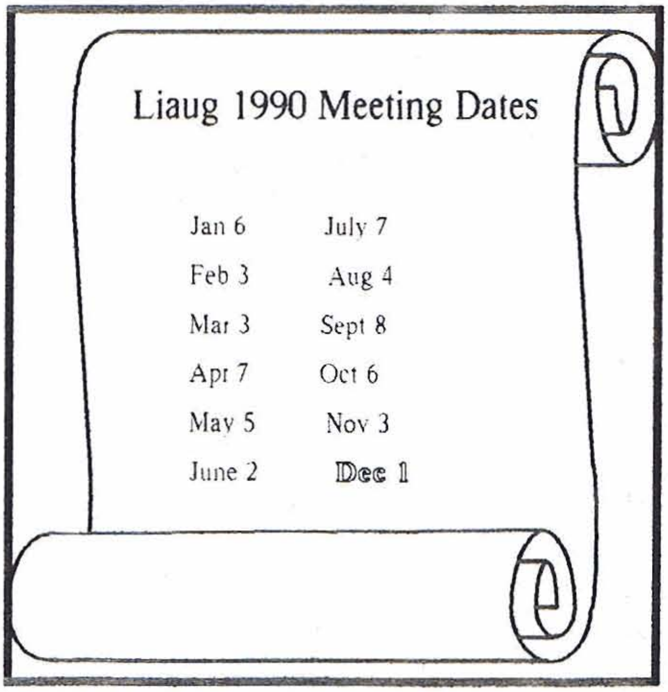
Captain Fizz is marketed for two players. One person can play it, but the box contains a warning, "this game is impossible to beat on your own." The instruction manual contains a challenge on page 5: "Yes, you can play this game on your own. No, you can't win on your own. Prove us wrong..." Well, I came. I saw. I couldn't! I pass the challenge to you. Don't let us down.

In Captain Fizz, the British national health service is still active. (Yet another example of a British institution built for the ages.) You have put yourself in an NHS hospital for a routine operation. You awake on another planet. (Yet another example of bureaucratic incompetence? No, this time it was double-dealing.)

Welcome, my friend, to the Queen's Cloned Highlanders! United we stand!! Our regimental colors, make that "colours," feature blood red, and lots of it.

I must tell you, old chap, that you haven't lived until you've met the Blaster-Trons. Too bad you won't live long after you do meet them. I say, old boy, do be sure to practice a bit of teamwork, like in our preppie days, say what? That's the ticket! Then, you can perish more slowly, but perish indeed you will. Perish? Perish the thought! What have we here? A bit of a nasty situation.

One that makes Dunkirk look like a tea party. It seems that the Starship Icarus (more on Icarus below) is out of control and heading towards the sun. If it gets there, the ship and the entire galaxy will explode. You simply must teleport



ANNOUNCING

☆ 8bit Public Domain Disks ☆

Please see our new 8-bit librarian, George Leek, for the latest listing of PD disks. We are constantly adding new items to the library.

- #606...................................... Utilities

Includes a scrunch and unscrunch program. Also MyCopyr – a quick disk copy program

- #607...................................... Utilities

Includes a disassembler program and a tiny text documentation program. The Fix/XL is on side B

- #608...................................... Utilities

Includes utilities for listing and printing directories of diskettes, so that they look similar to that used for the LIAUG Catalog Disk. Also an 80 column display program and an undelete program

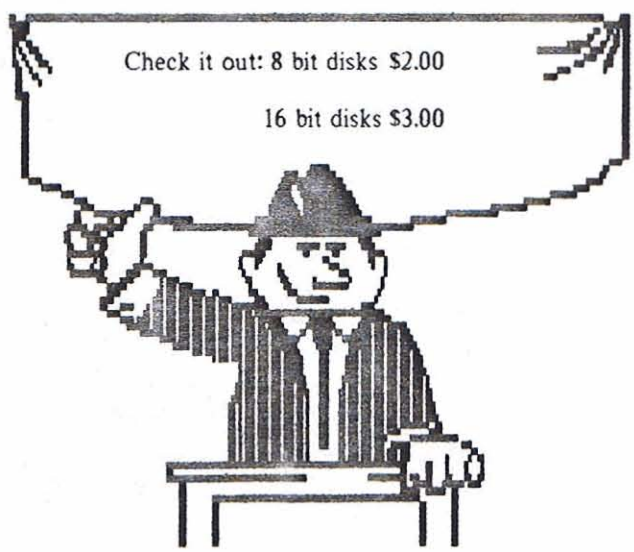
- #609.. Fonts

Fonts from disk #603 converted and ready for use in Daisy Dot II and Dot Magic

NEW

☆ 16 bit Public Domain and Shareware software ☆

- **PRIV_EYE.ARC** - A desk accessory that allows you to take a look at the insides of your ST. It shows you how much free memory is available, which GEM version you're using, what drives are hooked up, drive seek rate, screen resolution, keyboard information and other info. Ask for #62
- **CFORMAT.ARC** - a public domain disk formatter. It is written in GFA Basic and the source file is included. It allows the user to change the number of directory sectors, the number of FAT sectors, interleave and much more. A very powerful program to be used with caution. Ask for #31
- **QINDEX14.ARC** - Tests and benchmarks the ST against various standard ST systems. Ask for disk # 47
- **ASTROCAL.ARC** - This program creates astronomical calendars specifiying dates and times of moonrise, moonset, sunrise, sunset, moon phases, equinoxes and solstices. Also predicts lunar and solar eclipses. Ask for disk # 31



aboard Icarus and destroy the main computer, which is causing all the trouble. I propose to wait here.

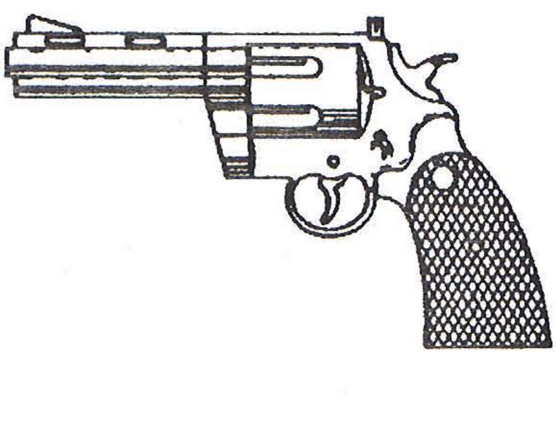
What? Yes, yes, you do need a partner! But I've a game knee, an old war wound, you know. So, on with you! Good luck, and please hurry. I want to live long enough to fully enjoy my declining years, declining real income and certain, slow death.

What awaits you on the starship? Only about a zillion pesky aliens that you have to destroy. Only 22 levels that you have to fight and figure your way through. Only savage and relentless action. Only tons of objects that you have to find and pick up, or you won't progress. And if this isn't enough to challenge you, there's a clock that you are racing against. That's all. So, please handle this quickly. The destruction of the galaxy would put a shadow over my tea time, and I do so look forward to my tea!

You can do it, can't you? Alas, not alone, I fear. You must have a partner to help you play and make serious progress in this game. The partner is needed for more than additional firepower. There are strategic dimensions, including distribution of keys and deciding when to fight together and when to fight alone. For the malicious minded among you, be advised that you can kill your own partner with your weapon, so be careful where you aim the bloody thing. It is loaded and dangerous.

If you like to play computer games with a partner, and have two joysticks, this might be the game for you. There may not be another game around that requires two players for success, but this one sure does.

The opening screen reveals that Captain Fizz can communicate with you in one of three languages, Francais, Deutsch, and English. I tried all three, and recommend that if you are American you try the English version. It comes the closest to American. The other two are just gibberish and gobbledegook. Of course, this game is so tough that you might just want to try another language to add to the challenge. It didn't make any significant difference in my results.





Next comes the title screen, with some very lively machine gun music to put you in the proper mood. Actually, the music is nice, but it does feature a snare drum kind of sound very prominently. Sounds like bursts from a Sten gun. You can listen to this as long as you like, perhaps all night. After a while, hit the space bar to get on with things. This is not documented in the instructions, and I hope you can forgive me for giving the secret away. I didn't want anyone to think he/she had just bought a music disk.

After credits, brief instructions, and tommy-rot of that sort, you are thrown into the thick of the mess on level one. Do the job right here, and you will find the emergency lift to level two. Mess up, and you'll never get into or even recognize the lift - even if all the aliens on level one are vaporized. They seem to auto-cremate on being shot, a thoughtful gesture that keeps the rooms and corridors clean. And so it goes, I assume until level 22. My fellow clone and I, Gordie the Gruesome Annihilator, have yet to see level three, owing to a particularly vexing situation that severely taxes our health on level two. I fear that these vexations probably increase rapidly as the levels increase. Pack some aspirin.

The playing screen is divided into five parts. On the left are two boxes displaying the status of each of the two players. In the center are two boxes, one for each player, in which a scrolling map appears. Your view is top down, or plan view, of a maze of rooms, corridors, and doors. The program tracks both players separately, and you do not need to be in the same area at the same time. When you are, both players appear on both screens, but you control only your own character icon. On the right is a picture of some sort of machinery.

The status boxes report on score, health, armor, damage, charge, credit and cards (but not charge cards or credit cards). There is also a multi-colored bar that changes size. You

☞

figure out what all this means, as the directions do not tell you. The art work is nice, and the objects displayed in the game windows are finely detailed. You may appreciate them even if you can't figure out what they represent.

The machinery display includes three words: exit, switches and mine. It also shows an oscilloscope, or perhaps a neon snake. I couldn't tell which. As far as my partner and I have gone, we could not get into this area. It may turn out to be a view of the computer that is to be destroyed.

If you play the game alone, the status box and the playing area for player two remain inactive. You are distracted somewhat, however, by a constantly flashing message requesting player two to press F2. (Did you notice that two to twain?) Perhaps it is just as well that you continuously get reminded of the folly of going it alone, you macho person.

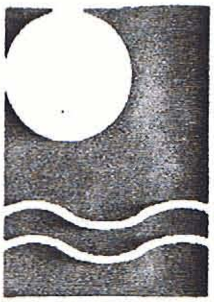
Before we get to the end of this, and I can see the last period approaching, I want to tell you about Icarus. Our English cousins selected that name deliberately, and we colonists would be neglecting our classical roots to ignore it. So, in classic American, here's the story.

Icarus was a Greek dude. His Daddy was Daedalus. The chicks used to look at him and squeal, "Oh, Icky!" This was cruel, because he had a lot of angry, red, bulbous, oozing zits. But they didn't care. Those babes were bitchin' bitches! "Icky" stuck to him, as a nickname, but not a nice name.

One day he said, "Dad-alus, I've got to blow this pop stand. Can you blow me away?" Dad worked on Crete as one of the original low bidder contractors. Sometimes he worked for free, just to say he had a job. "Sure, Ick. Lemme see what I can do for ya. I gotta some left over stuff here from da last wax and fedder job at da palace," Daeddy replied. He spoke with an accent because he was a foreigner.

Daed made wings of feathers and attached them to poor, miserable Icky with wax. "See ya, pops! Tell the chicks to





watch for my moon in the sky tonight. It will be a special treat just for them." Ick was off.

Too bad he flew too close to the sun, which must have been closer to the earth then, just as it relatively is in the time of Captain Fizz. I hear that he got the first hot wax job. After the wax got molten, he molted. His goose was cooked. He was a dead duck. A poor pigeon. Like a rock he dropped into the Aegean Sea, where he probably became Poseidon, a great pal of Neptune's.

Well, you've been sufficiently educated. It's time to summarize. Your friendly reviewer liked the action and pace, the music, the graphics (good, but not great), the requirement to play with a buddy, the very brief instructions (a rest from reading), and the challenge.

Your nasty reviewer did not like what seems to be a formula game: mazes, puzzles, shoot 'em up, and a clock timing the onset of a disaster. Have you seen many games like that? I'm staring at another even as I write this, but it would be unfair to mention the title before I complete my review of it. There is a trite formula, and it takes extra imagination to create something really different.

Addictiveness is undermined by the need to have a partner available to play, or at least to play seriously. Also, I am not very skilled at these games and lose interest quickly if the challenge is too great for me, which it almost always is.

But gee whiz, Captain Fizz, you do deserve credit for trying to break up the greatest solitaire game in the history of mankind -- the affair between a Nerd like me and his microcomputer. My kid liked that. Thanks from both of us.

Give us another go at it someday, will you? Jolly good!

Now, where's that last period? Oops! Did I go past it?

☆ NEAR-US ☆

A.C.E. of Syracuse A.C.E. of S.
NEAR-US Contact 204 E. Patricia Lane North Syracuse NY 13212

Fred Danaway 315 451-2403

Allentown Bethlehem Easton's A.C.E. ABE's
ACEs NEAR-US Contact P.O.Box 2830 Lehigh Valley PA 18001

Helpkey II 215 868-4856 Paul Grover 215 799-3337

Atari Berks Users Group A.-B.U.G.
Atten: NEAR-US Contact Box 776C RD #1 Reading PA 19607

Snake Pit 215 779-7859 Jerry Heere 215 678-4606

Atari Bit Byter Users Club e.V. ABBUC
% Horst Dewitz 1653 Wesley Ave. N. Merrick NY 11566

Wolfgang Burger

Brooklyn Atari Society for Info & Comm. B.A.S.I.C.
% Al Petersen 97 70th St. Brooklyn NY 11209-1113

Dateline 718 833-0828 Al Petersen

Central Connecticut Computer Club C.C.C.C.
ATTN: NEAR-US CONTACT 127 Pinnacle Rd. Bristol CT 06010

Jersey Atari Computer Group J.A.C.G.
% Dave Arlington Eagle Rock Village Bld. 8 #3B Budd Lake NJ 07828

201 347-5227 David Noyes, 3 Ann Rd., Long Valley, NJ 07853-9614 201 852-3165

Lehigh Valley Atari Users Group L.V.A.U.G.
Atten: NEAR-US CONTACT P.O. Box 796 Whitehall PA 18052-0796

ACUTE 215 261-0620

M.A.C.A.M.
% Brian Stachiew 12452 Breault Pierrefonds, Quebec CANADA H8Z 1B4

Pig& Whistle 514 684-0282

North East Atari Team User Group N.E.A.T.
Atten: NEAR-US Contact P.O. Box 18150 Philadelphia PA 19116-0150

Star Station 215 335-4805 Allan Zaluda 215 677-6751

Ol' Hacker's Atari User Group O.H.A.U.G.
Atten: NEAR-US Contact 3376 Ocean Harbor Dr. Oceanside NY 11572

Nest 516 221-8462 Alex Pignato

Riverhead Atari Computer Enthusiasts R.A.C.E.
% Frank Kuzloski Park St. Wading River NY 11792

Nest 516 221-8462

ST Atari Road Runners ST.A.R.R.
% Glenn Werner 950 Yale Ave Suite 123 Wallingford CT 06492

203 421-4861 Robert A. Hueffman 203 421-3864

Southcentral Pa. Atari Computer Enthusiasts S.P.A.C.E.
ATTN: NEAR-US CONTACT P.O. Box 11446 Harrisburg PA 17108-1446

Richard Deen RDEEN (GEnie) 717 238-3528 eve. 783-6401 work

Current BBS numbers

LIAUG	516-221-8462
JACG	908-298-0161
A-BUG	215-779-7859
LVAUG	215-261-0620
OL' HACKERS	516-221-8462
NEAT	215-335-4805
RACE	516-221-8462
SPACE	TBA
BIT BYTERS	516-221-8462
ABE's ACEs	215-868-4856
SAGE	814-833-4073
STARR	203-421-4861
SJACE	609-931-3014
ACES	TBA
ACOR	TBA
AUGHA	TBA
CCCC	TBA
MACAM	514-684-0282
MMNJ	TBA
NAPCO	TBA
PACE	TBA
WMASTUG	TBA
WACO	TBA
BASIC	718-833-0828

LIAUG Minutes of 09/08/90

John Aalto opened the meeting at 12:40 p.m. with an announcement that he had received disk #21 from Bitbyter. Also that NEAR-US was now working, but only linked to ACUTE BBS; that he had sent information to groups that could join NEAR-US. They were also researching the possibility of paying for Delphi conference time, at $20, to permit connections between distant groups. He had already sent out a newsletter on the subject. Steve informed us that ATARI is supposed to be coming out with a disk of demo programs. John mentioned that there will be 2 or 3 ATARI-FESTS in October - Virginia, California and Erie, PA. Perhaps LIAUG should consider a regional mini-fair?

John noted that he was updating the BBS lists and will be winnowing out the deadweight. Finally, LIAUG is down in Current Notes as a user group.

He also noted that ATARI Users Association has paperwork so that one can join them. They do not currently cover 8-bits, but that was because the ST was the most used at the time they started. Why not write to let them know you are interested in 8-bit information!

Terry announced that STarSCAN has now been set up so that 8-bits can get on the BBS, and even TI owners.

Harvey showed an ad from Toad Computers and reported on some of the prices offered for hard drives. Steve said that he had talked to ADCO and reported user group discounts for purchases by six people.

☞

John reported on Wall Street (Atari Stock) while Pat Mulvey reported that Warner Communications was buying up Atari stock. There was considerable input and discussion regarding Atari at home and abroad.

It was reported that Antic will be a 16 page insert (for 8-bits) in STart Magazine in the future.

John reported that Randy will be going to Florida and reported that we will need a new Treasurer. Harvey reported that we will have to resign ourselves to the fact that newsletter mailing costs will be going up. It already costs 45 cents to mail.

Chris reported that he had written WQNR-DOS, which replicates Spartados for the 8-bits.

It was also reported that Stony Brook College will be holding the I-Con on April 19-21, 1991. Steve promised to contact people to see what support he could obtain for us at I-Con from Atari.

George Leek reported on the 8-bit library with additions from Joy. Harvey asked about articles for the newsletter, and was informed that the mail had only just been picked up.

Mark and Pat demonstrated a BitByter scrunching program and a slot machine program with excellent color graphics. Harvey demoed All Aboard on the ST while Terry demoed some programs from England. There was also a demonstration of space pictures which were superb and a public domain version of a program from which the commercial program Planetarium had been developed. The meeting closed with Harvey demoing Sim City.





Some BBS's in 516 area

✓**New Generation NY**

822-7396

✓ **Pirates Cove**

698-4008

✓ **Planet Eros**

351-1748

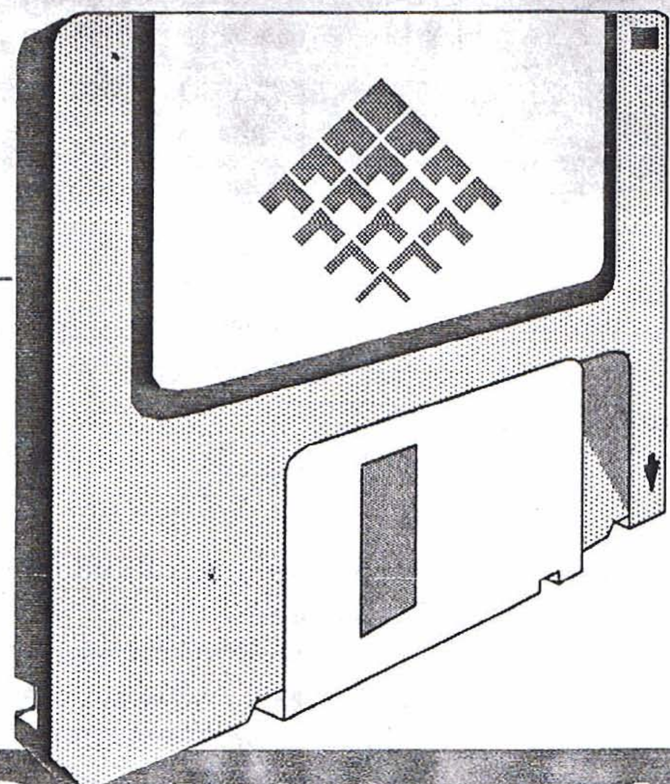
Current Notes Special Subscription Information

Please note that the subscription price has been increased. The newsstand price is now $27. Members save $4.00

Use this coupon to subscribe to Current Notes at the special rate of $23 per year. Send your check with your name and address and this coupon to:

Current Notes
122 N. Johnson Rd
Sterling, VA 22170

Long Island AUG



Get Legal

Calling All Atari ST Pirates!

If you have been—ahem—"trying out" a copy of Migraph's superb image editor software, Touch-Up®, for the Atari ST®, we're gonna let you come clean. Go straight. Lose the stigma. Clear your conscience. Come back to the fold.

Touch-Up is quite simply a great image editing and scanning package. That's why people have been "trying it out."

In return for making yourself an honest user, we'll make it worth your while. It's very easy. Here's all there is to it:

1. Send us the disk that has your illegal copy of Touch-Up for the Atari ST (sorry, no phone orders). We honestly don't care where it came from, and we promise not to dust the disk for prints. *No questions asked.*
2. Include a check, money order, Visa or MasterCard number (with expiration date) for $79.95 (US) payable to 'Migraph Inc.'
3. Migraph will send you a nice, fresh Atari ST disk still warm from our duplication department, with the absolute latest version of Touch-Up for the Atari ST, complete with a brand new User Manual.

It really is gratifying to tear open shrink wrap, and can't you just *smell* the fresh ink on the pages?

After you've received your new Touch-Up package, you will be a fully legal, registered owner of Touch-Up, entitled to all the rights and privileges thereof. To wit:

- Technical support by phone
- Newsletters full of tips and tricks
- Upgrade privileges
- Special offers and discounts Migraph offers only to our registered users.

This Offer Expires December 1, 1990.

All will be forgiven, so hold your head high. Get legal with Migraph. And never again feel guilty about double-clicking Touch-Up.

Migraph Inc.,
200 South 333rd Street, Suite 220
Federal Way, WA 98003 (206) 838-4677

MIGRAPH

THE REVOLUTION™ HANDBOOK

In the past year, a great deal of encouragement and support has been generated for The REVOLUTION. To continue fueling this unique user-based campaign, Artisan Software has completed the NEW EDITION of The REVOLUTION HANDBOOK. This enhanced volume will be published in paperback form and feature the best aspects of the original disk-based book. In addition, seven new chapters have been amended to assist new computer buyers in their shopping decisions; regardless of the computer they may buy. A simple philosophy: **The more people who know about ATARI computers, the more who will buy them.**

Like the original book, the second portion of the NEW EDITION features an annual calendar of suggested activities and ideas each and every one of us can do with minimal investment. There is also a special message to readers from Bob Brodie, Manager of Users' Group Services at ATARI Corporation. This fully illustrated book will be one of the few featuring ATARI computers in years and it is anticipated to be a tremendous tool for thousands of ATARI computer users, dealers, distributors and users' groups. In addition, **$1 of every book sold at distributor pricing or more will go to purchase ATARI computers for schools.**

To help defray the costs of initial printing and publicity, a limited number copies of The REVOLUTION HANDBOOK will be made available to selected ATARI users and Users' Groups who respond by October 19, 1990. This can be an ideal opportunity to guarantee your personal copy. To top it off, **you can save $5 if you reserve your copy by October 19, 1990.**

To pre-order your personal copy of The REVOLUTION HANDBOOK, simply complete and mail the coupon below with your payment to:

ARTISAN SOFTWARE, P.O. Box 849, Manteca, CA. 95336

PRE-ORDER FORM

Be one of the FIRST to order before October 19, 1990 and SAVE!



The REVOLUTION HANDBOOK will be available for sale in just a short time. You may pre-order 1 COPY ONLY to ensure you receive a fresh copy "right off the press". Save $5 if your order is received by October 19, 1990.

DEALERS: Write Artisan Software or ask your distributor for quantity resale pricing.

☐ YES! PLEASE ACCEPT MY PRE-ORDER BELOW:

		BEFORE 10/19/90	AFTER 10/19/90
☐ BOOK†	REVOLUTION HANDBOOK	$9.95	$14.95
☐ STAMP†	OFFICIAL RUBBER STAMP	$10.00	$12.00
☐ S&H	Shipping & Handling	$1.50	$1.50
†CA. ADD 6.25% TAX	**TOTAL**	________	________

YOUR NAME ______________________________

COMPANY ______________________________

ADDRESS ______________________________

CITY, STATE, ZIP ______________________________

PHONE ______________________________

LONG ISLAND ATARI USER GROUP

The Long Island ATARI Users Group

MEMBERSHIP APPLICATION

To apply for LIAUG membership fill out the following application and bring it to the next meeting, or mail it (including check or money order) to:

The Long Island ATARI User Group
P.O. Box 92
Islip, New York 11751

The current dues, which includes a subscription to our newsletter, is $20 per year. Kindly make your check payable to The Long Island Atari User Group.

First name: ______________________ Last name: ______________________

Address ______________________

City: ______________________ State: ________ Zip: ________

Phone #: ______________________

Your system (please be specific):

Computer: 400 600 800 800XL 65 130 520 1040 MEGA

Memory: ________ K Cassette: ________ Disk drives ________

Modem: ________ Interface: ________ Printer: ________

Other: ______________________

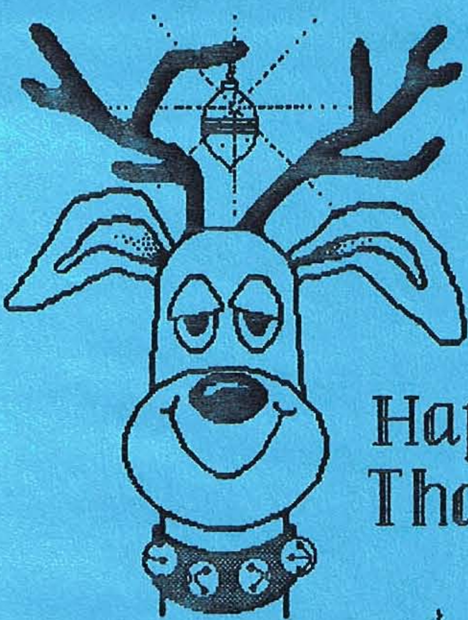
What languages are you familiar with? ______________________

____

In what areas would you like to learn more about your computer system? ______________________

____

For LIAUG use only: Rec'd ___/___ ___ Amt: ________ Chk ___/___/___ TYL: ___/___/___ Card Y/N ML Y/N Mail / BBS / Meet



Happy Thanksgiving



The holidays are fast approaching. Now is the time to consider the perfect gift for the family (or just for yourself). And what would be more perfect than an *Atari* computer! The latest models are in the stores. To get more information, both before you buy and afterward, be sure to join LIAUG. Our next meeting is December 1, 1990.

The LIAUG Lighthouse
P.O. Box 92
Islip, NY 11751



Atari Bit Byter Users Club e.V.
% Horst Dewitz
1653 Wesley Ave.
N. Merrick NY 11566

First Class Mail